GAME BOY® ADVANCE

AGB-AC6E-USA

SPIRIT

STALLION OF THE CIMARRON™

Search For Homeland

INSTRUCTION BOOKLET

THQ

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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EVERYONE

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CONTENT RATED BY ESRB

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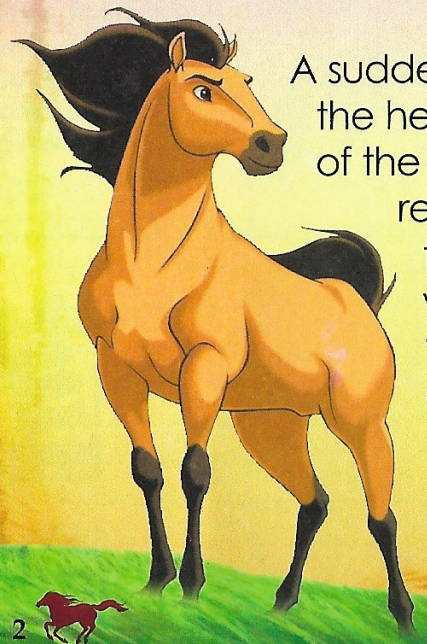
INTRODUCTION *Spirit: Stallion of the Cimarron™ Search For Homeland*

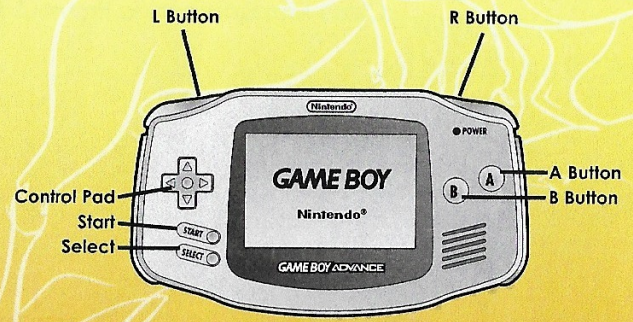


A sudden thunderstorm has scattered the herd. You'll need to gain the trust of the wild horses before you can return them safely, one by one, to Homeland. To save the herd, you'll need a good memory, a way with animals, a quick wit, and sharp reflexes.

GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of *Spirit: Stallion of the Cimarron™ - Search For Homeland* into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the Title Screen appears, press START to proceed to the Load Screen.

CONTROLS



CONTROLS

BUTTON	ACTION
Menu Navigation	
Control Pad	Highlight Menu Selections
A Button	Confirm Selection
B Button	Cancel Selection; Return To Previous Screen
R Button	Next Menu (In-Game Menus Only)
L Button	Previous Menu (In-Game Menus Only)
START	Close Menu/Return To Previous Menu
SELECT	Close Menu/Return To Previous Menu

CONTROLS

BUTTON	ACTION
Game Controls (walking)	
Control Pad	Walk/Change Direction
A Button	Use Item Or Ability/Scroll Through Cut Scenes And In-Game Text
B Button	Environment Interaction/Scroll Through Cut Scenes And In-Game Text
R Button	Cycle Through Available Items In Inventory
L Button	Mount Horse (If Horse Is Tame Enough)
START	Pause Game
SELECT	Open/Close In-Game Menus

CONTROLS

BUTTON	ACTION
Game Controls (riding)	
Control Pad	Run/Change Direction
A Button	Front Attack (Rear Up And Kick)
B Button	Jump
L Button	Dismount
R Button	Back Attack (Hind Kick)
START	Pause Game
SELECT	Open/Close In-Game Menus

MAIN MENU

- **Start New Game –** Begin a new game of *Spirit: Stallion of the Cimarron™ - Search For Homeland*.
- **Continue Game –** Enter a password to continue a previously played game. See SAVING AND LOADING on page 15 for more information.
- **Options –** Customize the game with the following options:
  - **Music –** Turn the music ON or OFF.
  - **Sound FX –** Toggle the sound effects ON or OFF.
  - **Credits –** View game credits.

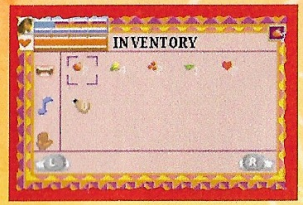
PLAYING A GAME

Select START NEW GAME from the Main Menu to choose whether to play as Little Creek or Little Brooke.

Character Select

Select a character from the Character Select Menu to begin a game. Use the Control Pad LEFT/RIGHT to highlight a character, then press the A Button to confirm.

In-Game Menus



Inventory – Displays all the regular items in your possession.

Apple

Corn

Brush

Healing Herb

Berries

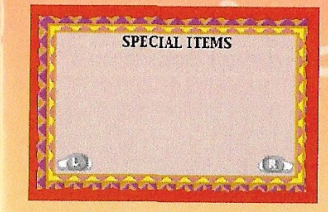
Prickly Pear Cactus

Flute

Water Skin

PLAYING A GAME

Special Items – Shows how many Special Items you've collected so far.



Blue Flower

Salt Lick

Talisman

Hay

Carrot

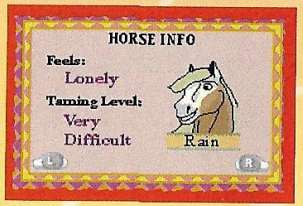
Shiny Stone

Fish

Key

Twigs

Horse Info – Displays horse information and current status.

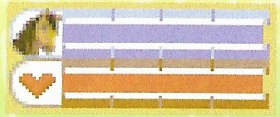


- Thumbnail portrait
- Name
- Current Condition: Hungry, Thirsty, Lonely, Weak or Happy
- Taming Level: Displays difficulty level of taming a particular horse

The Game Screen

- **Strength Meter –** Your horse's health is shown here. See "Loyalty and Strength Meters" on page 11 for more information.
- **Loyalty Meter –** Your horse's loyalty level is shown here. See "Loyalty & Strength Meters" on page 11 for more information.
- **Action Select Icon –** Shows which action you currently have selected. See the "Taming and Nurturing a Horse" section on page 12 for more information.

Loyalty & Strength Meter



The horse Loyalty Meter shows the tameness level of your horse. When the meter is full, your horse trusts you completely. When the meter falls below a certain point, your horse whinnies to let you know it needs something. The loyalty level keeps deteriorating until you attend to the horse's needs. Ignore your horse and it will first buck you off, then run away and you'll have to tame it all over again.

When your horse is attacked and struck by a hostile enemy, the Strength Meter will go down. This will cause your horse's Loyalty Meter to drop as well. Fortunately, the horse's Strength will gradually rise as long as there are no enemies causing more damage.

Taming and Nurturing a Horse

Prior to leading a horse down a Trail Walk, it first has to be tamed. You have various methods of taming a horse at your disposal. Each horse has its own unique personality, requiring different methods of taming. Try various combinations of petting/grooming, talking, singing, and feeding to tame a wild horse.

While on a Trail Walk, keep an eye on your Loyalty Meter and pay attention to your horse. Check the Horse Stat Menu often to check on what your horse needs.

- Lonely: Try petting/grooming, talking, or singing to make your horse feel better.
- Hungry: Feed your horse. When your horse is wild, it will only eat its favorite food; when tame, your horse will accept any food. If you don't see any food lying on the ground, stand near an apple tree, berry bush, cornstalk or prickly pear cactus and press the B Button to shake loose some goodies.
- Thirsty: Find a source of fresh water - a watering hole, river or lake. Dismount and press the B Button to get the horse to drink.
- Weak: Your horse's Strength will rise gradually over time. You can also bring your horse to full Strength by giving it a heart-shaped Healing Herb.

Animal Helpers

You'll encounter various friendly animals throughout each Trail Walk. They usually would like you to help them gather something from the area. In exchange, they will often open up an area you couldn't reach before.

Hostile Animals

Throughout the Trail Walks, you'll come across various animals who aren't so friendly. They won't attack you on foot; they are only interested in your horse. Mount your horse and attack the hostile beasts (when mounted, use the A and R Buttons).

PLAYING A GAME

Pausing the Game

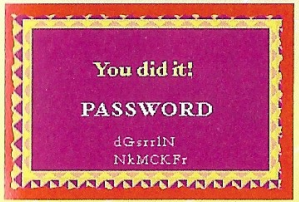
Press START at any time to pause the game and access the following options.

- **Continue –** Return to the Trail Walk!
- **Restart Level –** Restart level from the last Password Save point.
- **Quit Level –** Abandon the current trail and return to the taming area.
- **Quit Game –** Exit game and return to the Main Menu.

SAVING AND LOADING

Spirit: Stallion of the Cimarron™ - Search For Homeland uses a password system to save and load the game data.

Saving a Game



After completing a trail, a Password Screen will appear. Be sure to write the password down exactly as it's shown for future reference! You will be unable to return to the saved point of the game if the password is incorrect.

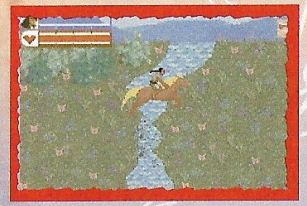
Loading a Game

To load a previously saved game, select CONTINUE GAME from the Load Screen. Now use the Control Pad to highlight a letter and press the A Button. Select the second letter and continue the process until the password is complete. If you make a mistake, use the B Button to go back. Once the final letter of the code is entered, you'll automatically be taken to the level of the password you entered.

Forest

When traveling through the forest, collect branches for the beaver. You'll find plenty of food to shake out of trees, bushes, and stalks. Watch out for porcupines and the grizzly bear!

Prairie



You'll find a variety of animals while crossing the open prairie. Sometimes, they'll want to trade items you've picked up from the other animals. After collecting yummy grass for the fawn, visit the rabbit, moose, fox, skunk and brown bear. Coyotes track you throughout the prairie.

Cliffs and Caves

You'll have to make your way through a maze of rock formations and caves in this level. Food and water are few and far between, so ration them wisely. Find the salt licks for the ram and avoid the mountain lions! When you complete this level, you'll get a special prize you'll need when you meet Spirit.

Desert

The desert is just sand, tumbleweeds, and cacti. Water and food are sparse, and your horse will tire quickly in the brutal heat. Try shaking a special kind of cactus to get some water for your horse. Bigger and badder scorpions and a Gila monster await you in the dunes! When you complete this level, you'll get another special prize you'll need very soon!

TRAIL WALKS

Cattle Ranch

Once you find and tame Spirit, you'll both need to watch out for dogs and rustlers as you search for the exit. Look for switches inside houses to open gates. Be careful - if you are attacked while not riding Spirit, the rustlers will recapture him and throw you back into the taming area!

Final Race

Outrace the rustlers to the finish line! Along the way, jump over rock obstacles and keep from being pulled off the horse by the bad guys. Rear kick the baddies to stun 'em, but keep moving 'cuz they'll be back up in no time.

HORSES

There are eight other horses in the game besides Rain and Spirit. Each time you play the game, you'll find three of them (but you'll never know which three). Keep playing until you find all eight!

Coloring: Paint

Coloring: Bay

Coloring: Buckskin

Coloring: Silver Mustang

Coloring: Dark Palomino

Coloring: Rusty

Coloring: Appaloosa Grey

Coloring: Chestnut

Coloring: Iron Grey Mustang

Coloring: Golden Palomino

HINTS

- Try a variety of actions to tame a horse and keep it happy: Talking, singing, grooming, feeding, etc.
- Check your Horse Info Menu often to see what your horse's current needs are.
- You don't always have to fight hostile beasts in order to proceed; sometimes you can just run around them!
- If your horse gets cornered by an enemy and you can't seem to help, try wandering around on foot to find the pick-ups you might need to rescue your horse.
- If you get stuck, try talking to all the animals. Maybe there's something you can collect so they will help you.
- Before you leave the taming area to start a Trail Walk, "stock up" on everything you might need, including filling up your water skin!

CAUTION! Wild horses are dangerous animals. Even tame horses should not be approached without experienced, adult supervision. Please do not attempt to use the techniques for taming horses in this game in a real world situation.

CREDITS

THQ

Producer
Roger Faso

Executive Producer
Carolina Beroza

VP – Product Development
Michael Rubinelli

Senior Tester
Jason Thompson

Testers
Justin Drolet
Amin Razi
Nickolas Gardner
Michael Finnegan
Mike Korpi
Morgan Clark
Jeremy Kilichowski

QA Technician
Mario Waibel

QA Database Administrator
Jason Roberts

QA Manager
Monica Vallejo

Director of Quality Assurance
Jeremy S. Barnes

Product Manager
Kevin Hooper

Associate Product Manager
Paul Naftalis

Group Product Manager
John Ardell

Public Relations
Jennifer Campana

Director, Creative Services
Howard Liebeskind

Senior Manager, Creative Services
Kathy Helgason

Creative Services
Melissa Roth

Manual Text
Richard Dal Porto

Packaging Layout and Design
Price Design Team

Special Thanks
Brian Farrell
Jeff Lapin
Alison Locke
Germaine Gioia
Peter Dille
Careen Yapp
Ryan Camu
THQ Kids Group

CREDITS

Hyperspace Cowgirls

Producer
Gregg Sanderson

Associate Producer
Eva Weiss

Executive Producer
Evan Skolnick

Game and Level Design
Colin Wilkinson
Evan Skolnick

Lead Programmer
Bill McFadden

Programmers
Stuart Jeff
Enrique Gomez
Stephen Nowalk

Animation Director
Delfin Barral

Character Design
Thomas Bone
Jackie Ross

Character Animation
Thomas Bone
Lyle Booth
Jackie Ross
Delfin Barral
Geoffrey Fowler
Eric Calande
Kevin Mercado
Nick London
Patrick Griffith

Environmental Design
Susan Hunte Yule
Ian Kelleher

Interface Design
Delfin Barral
Shebani Bansal

Music
Stephen Geering

Music Post-Production
PJ Cousins

Sound FX
Colin Wilkinson
PJ Cousins

Art Wrangling
Delfin Barral
Colin Wilkinson
Shebani Bansal
Jae Kim
Tracy Chang

Documentation
Sophocles Papavasilopoulos

Chief Technology Officer
Matthew Adams

Vice President
Conrad Cummings

President and Head Cowgirl
Susan Shaw

Special Thanks
Meghan Hyland
Scott Pehnke
Dan Rogers
Mike Summers
Alex De Witt
Stanley Chow

DreamWorks

Rick Rekedal
April Paradise
Meaghan Nix
Paul Elliott
Lawrence "Shifty" Hamashima

PASSWORDS

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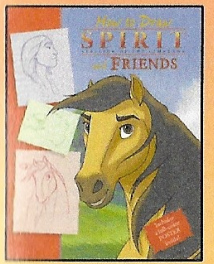

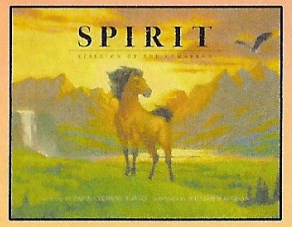

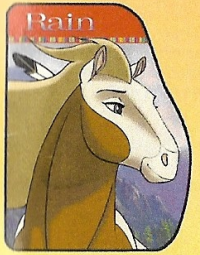

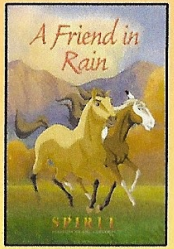

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